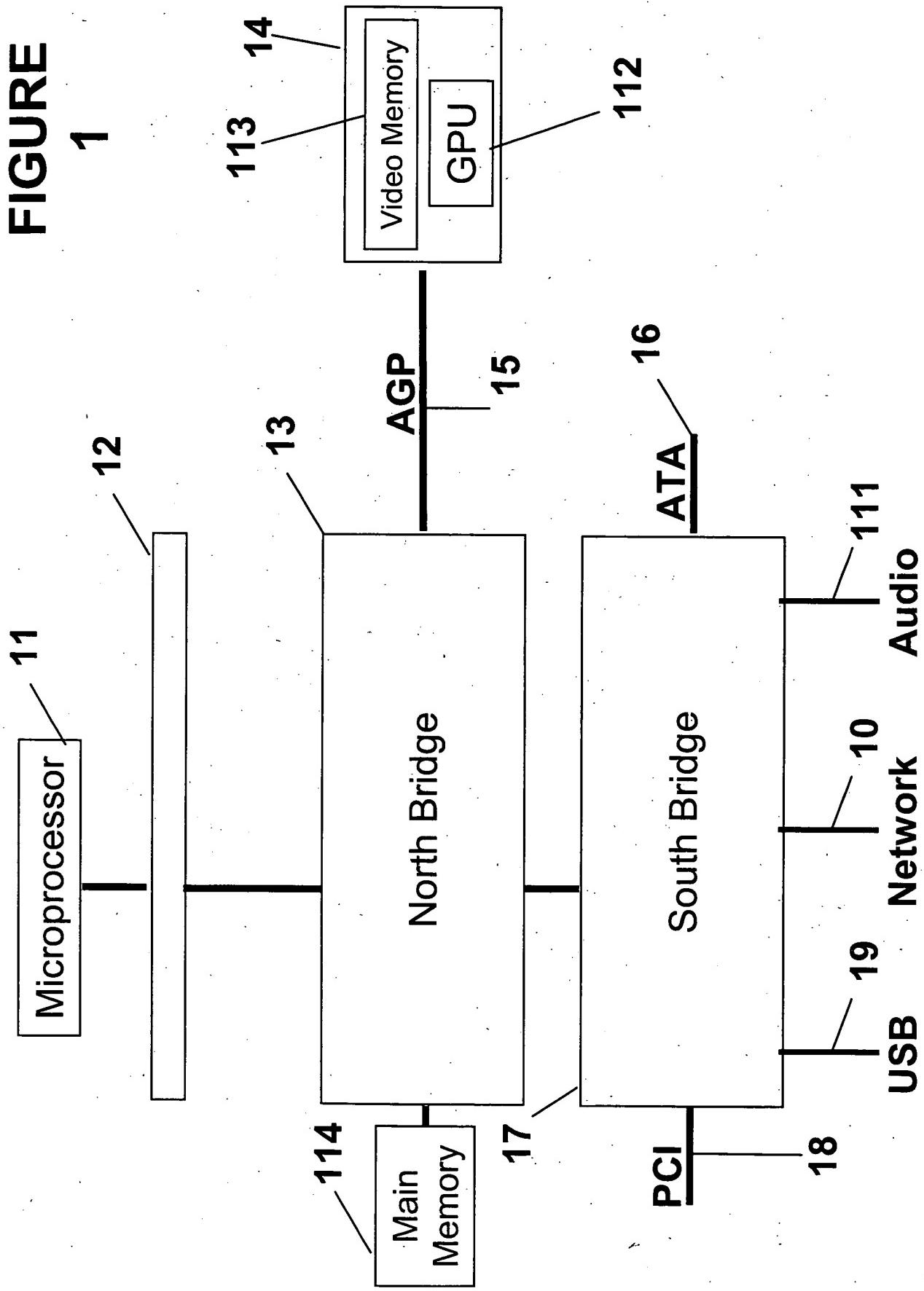


**FIGURE**  
**1**



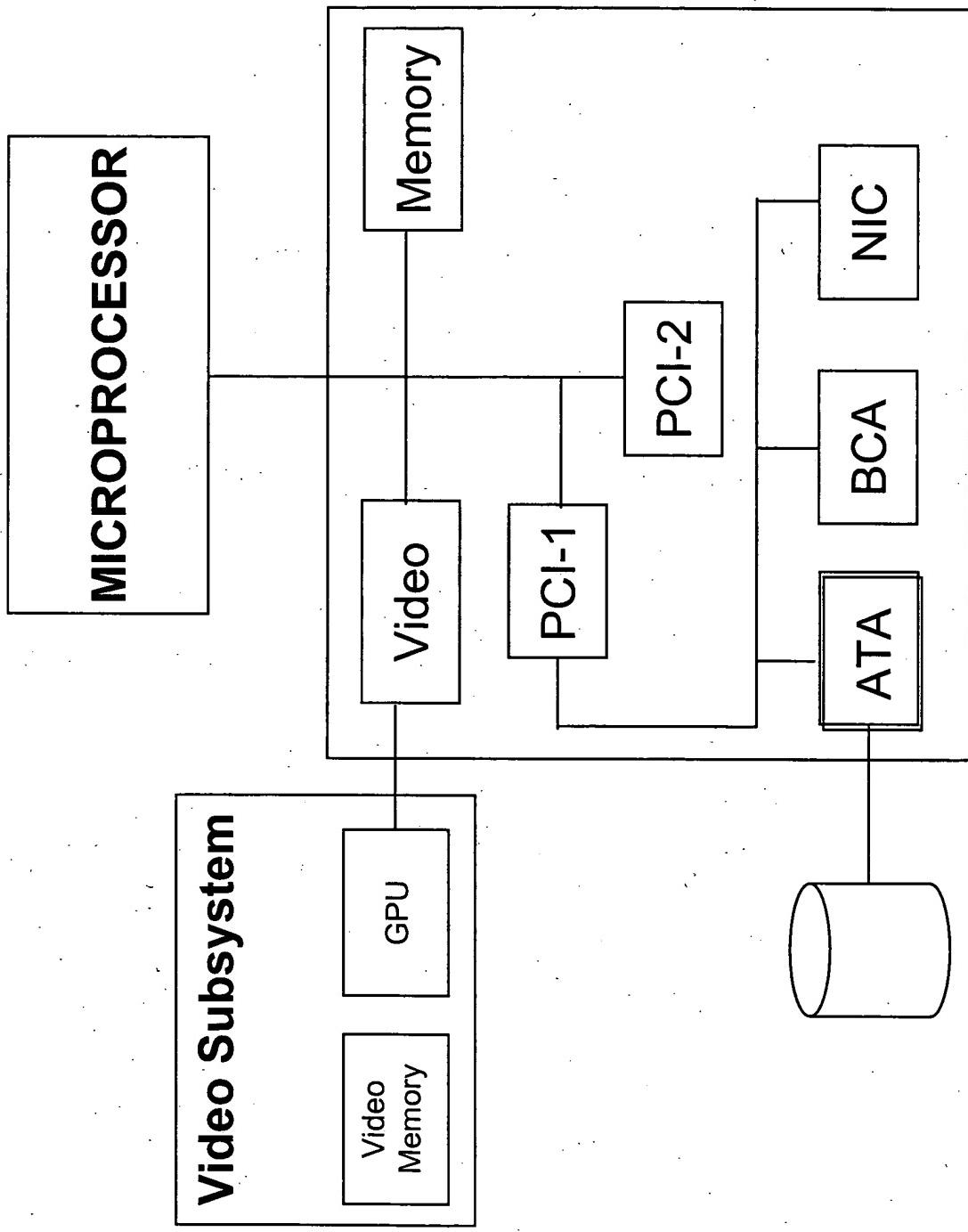
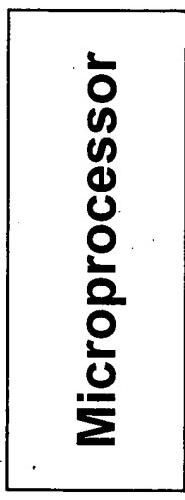
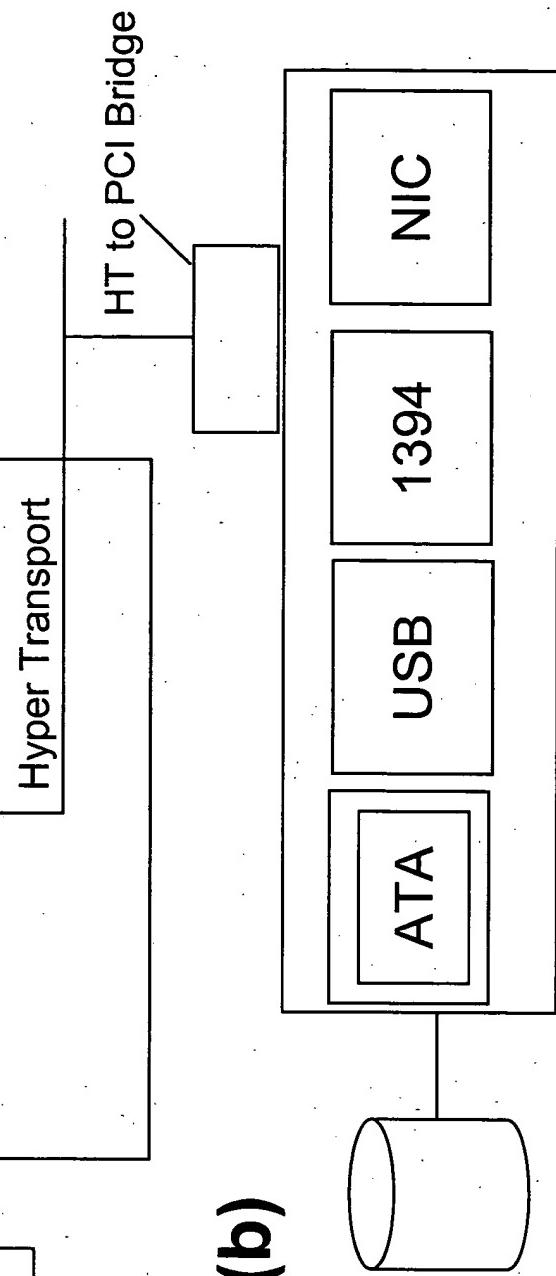
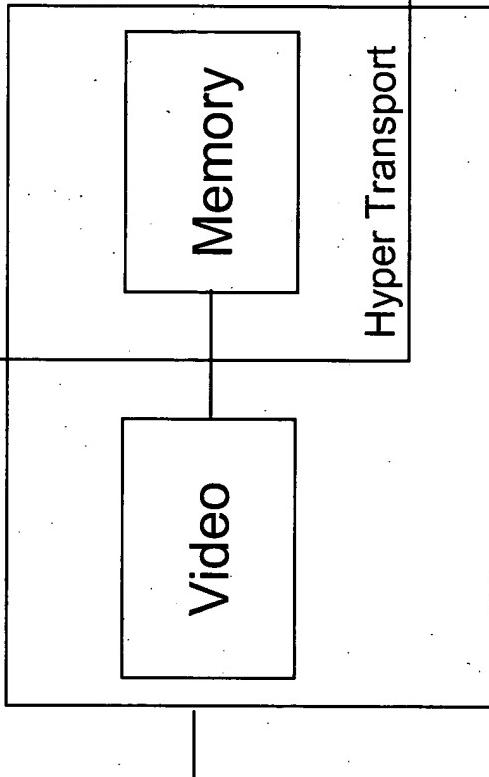


FIGURE 2(a)

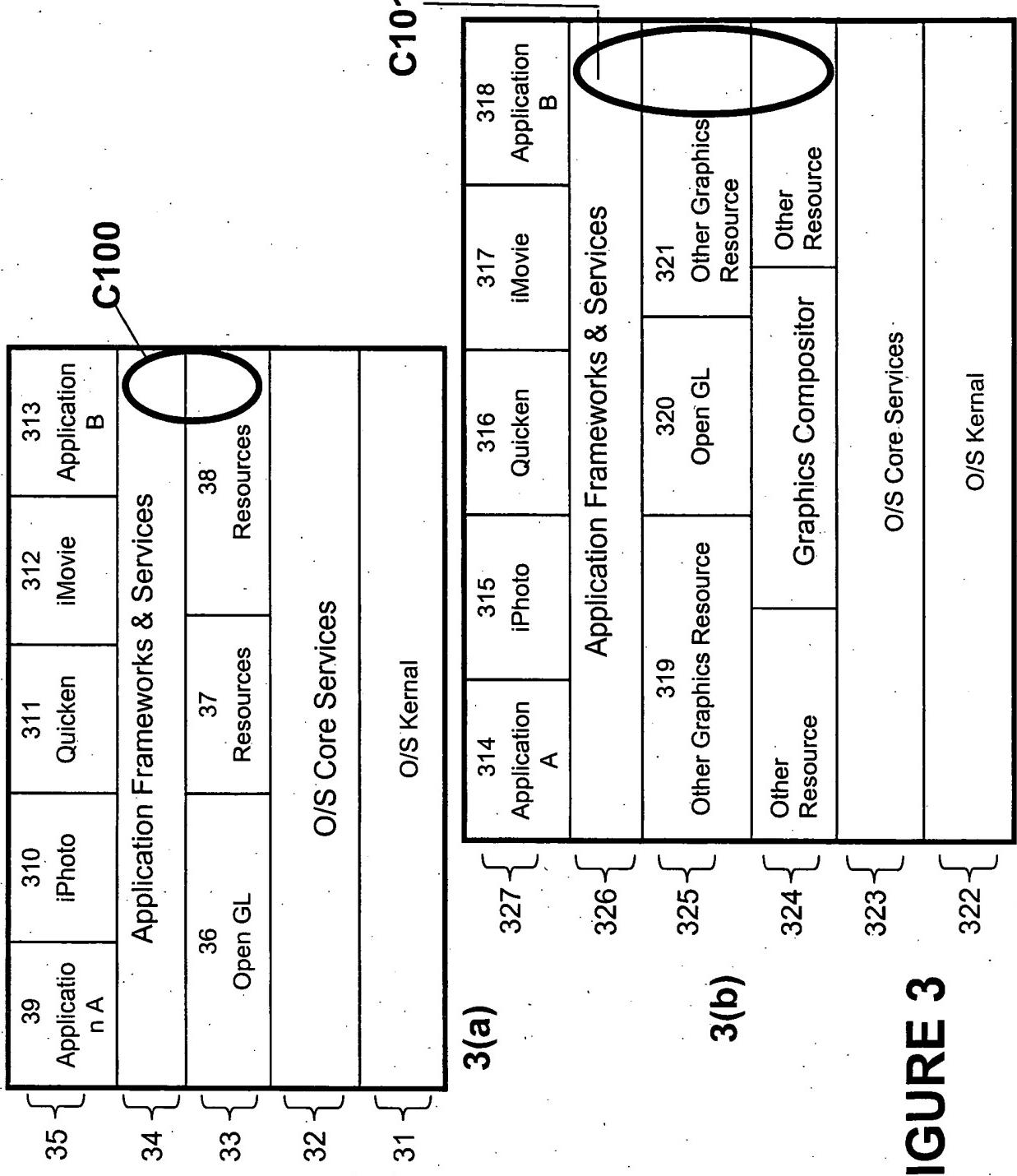
25



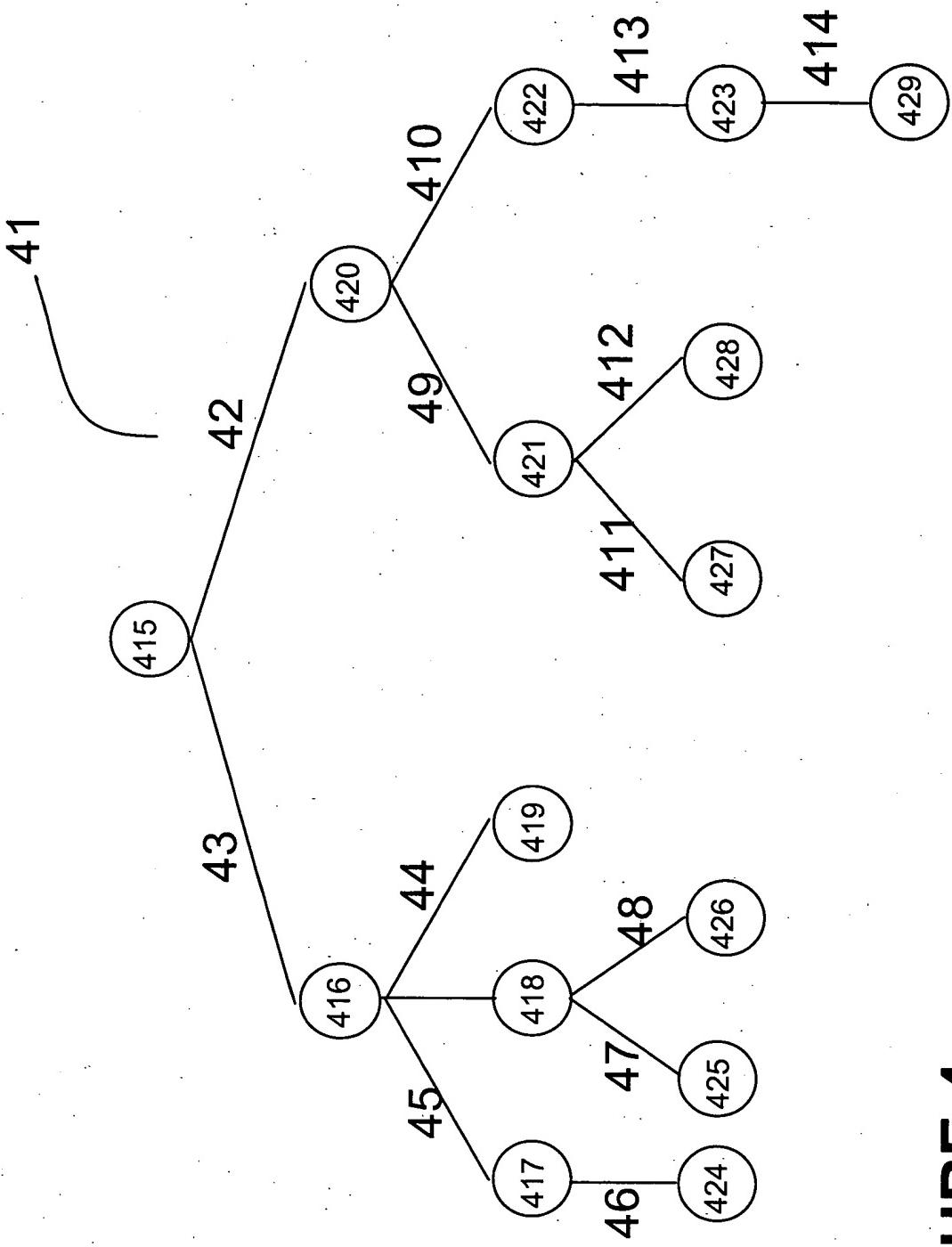
**Video Subsystem**



**FIGURE 2(b)**

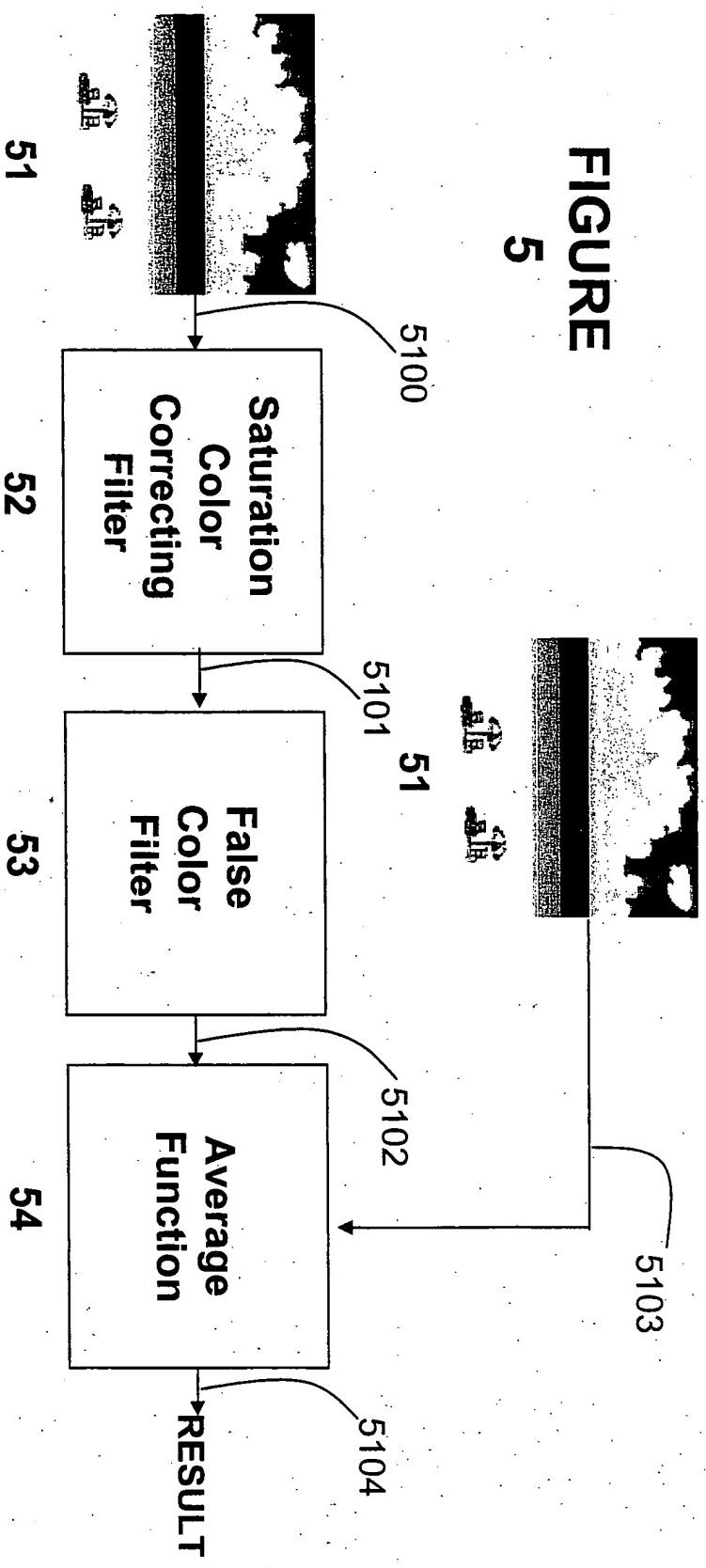


**FIGURE 4**



**FIGURE**

**5**



**High-level Code Examples:**

1. Allocate 51
2. Apply 52 to 51, parameters = (X, Y, Z, W), input = 51 (Sea Shore image), output = [place holder] CC sea shore
3. Apply 53, parameters (X, Y, Z, W), input = cc sea shore, output = [place holder] FC CC sea shore
4. Apply 54, parameters (X, Y, Z, W), input buffer 53, input Sea Shore image, output = [place holder] sea shore result

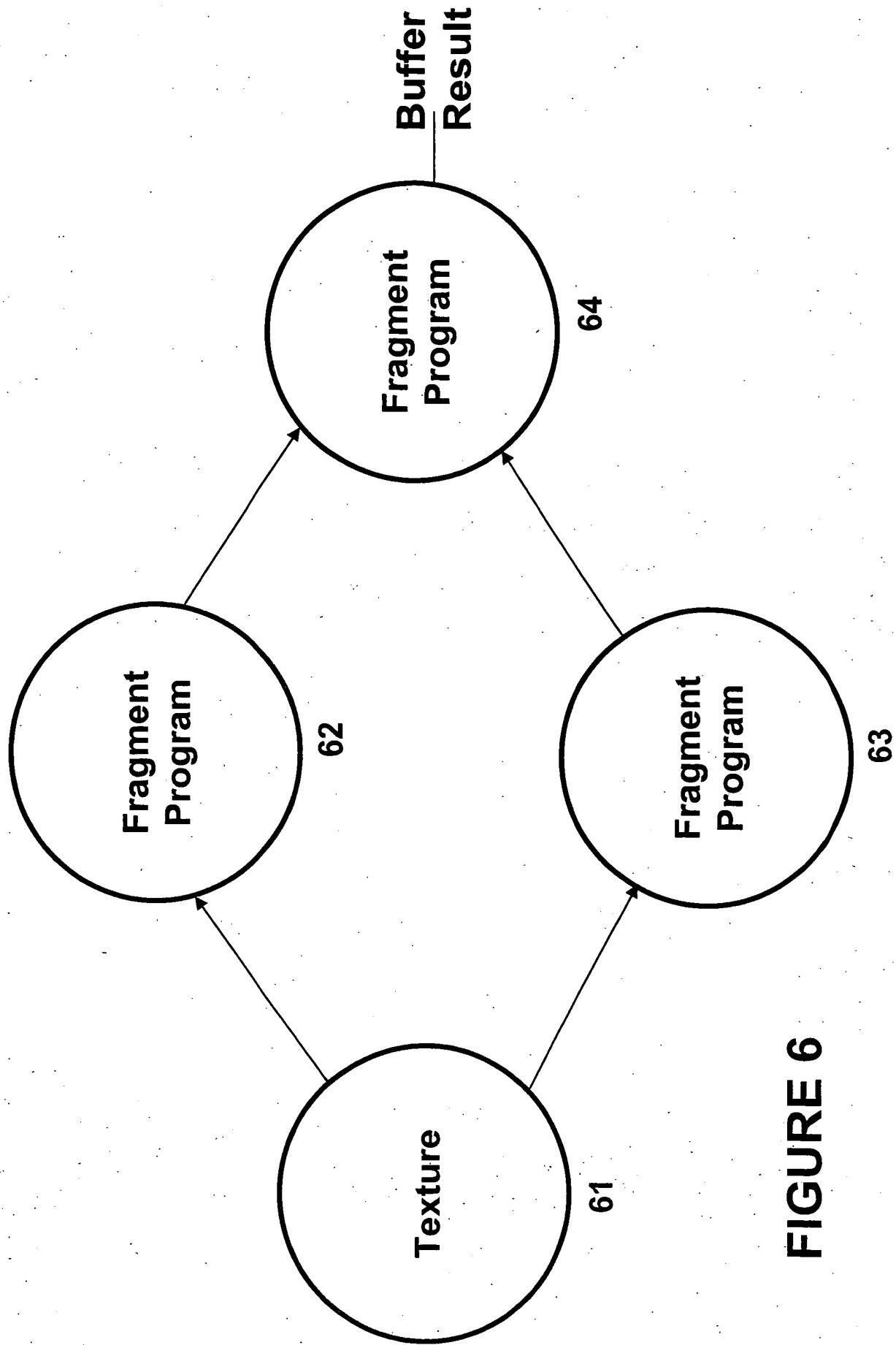
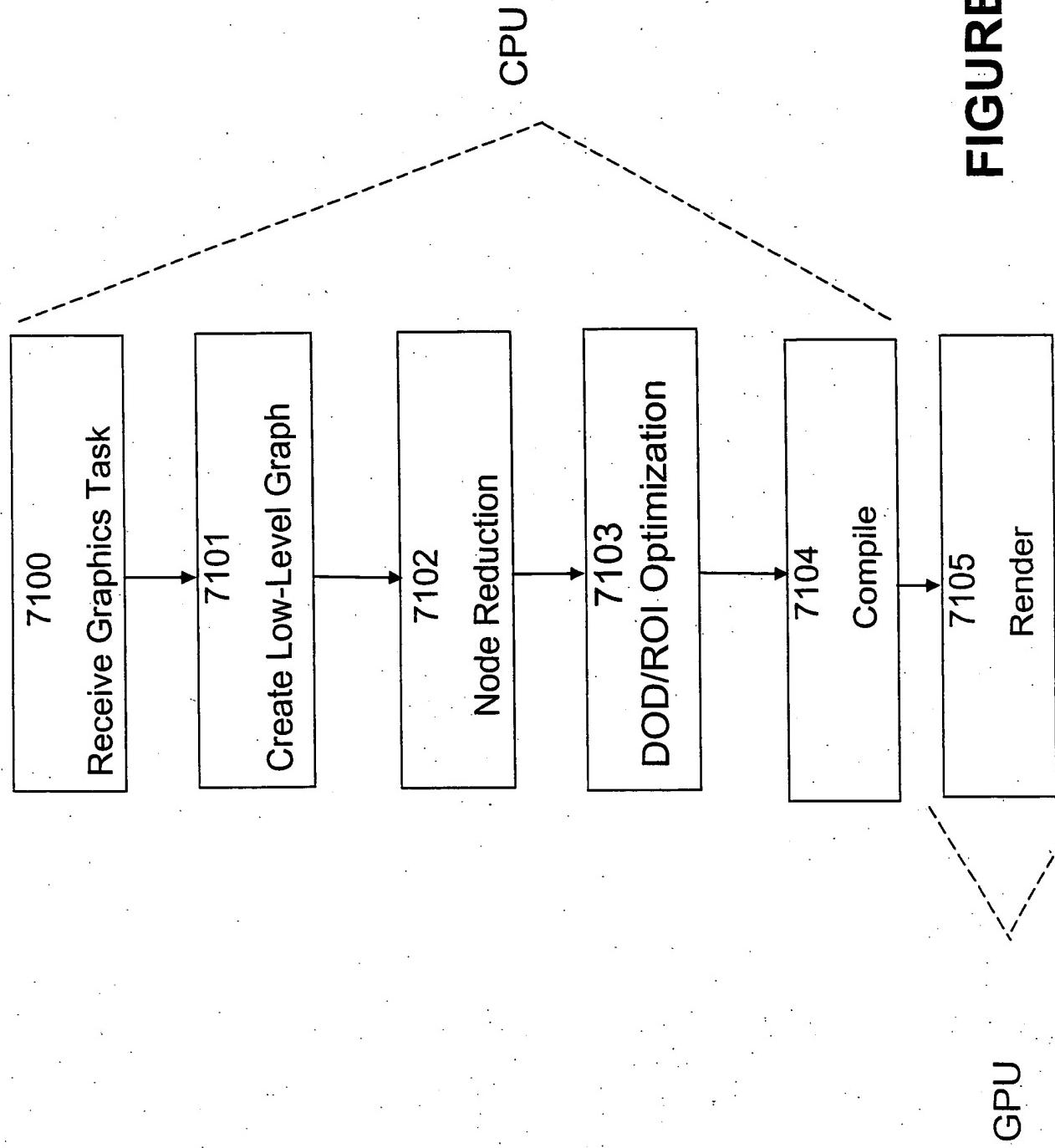
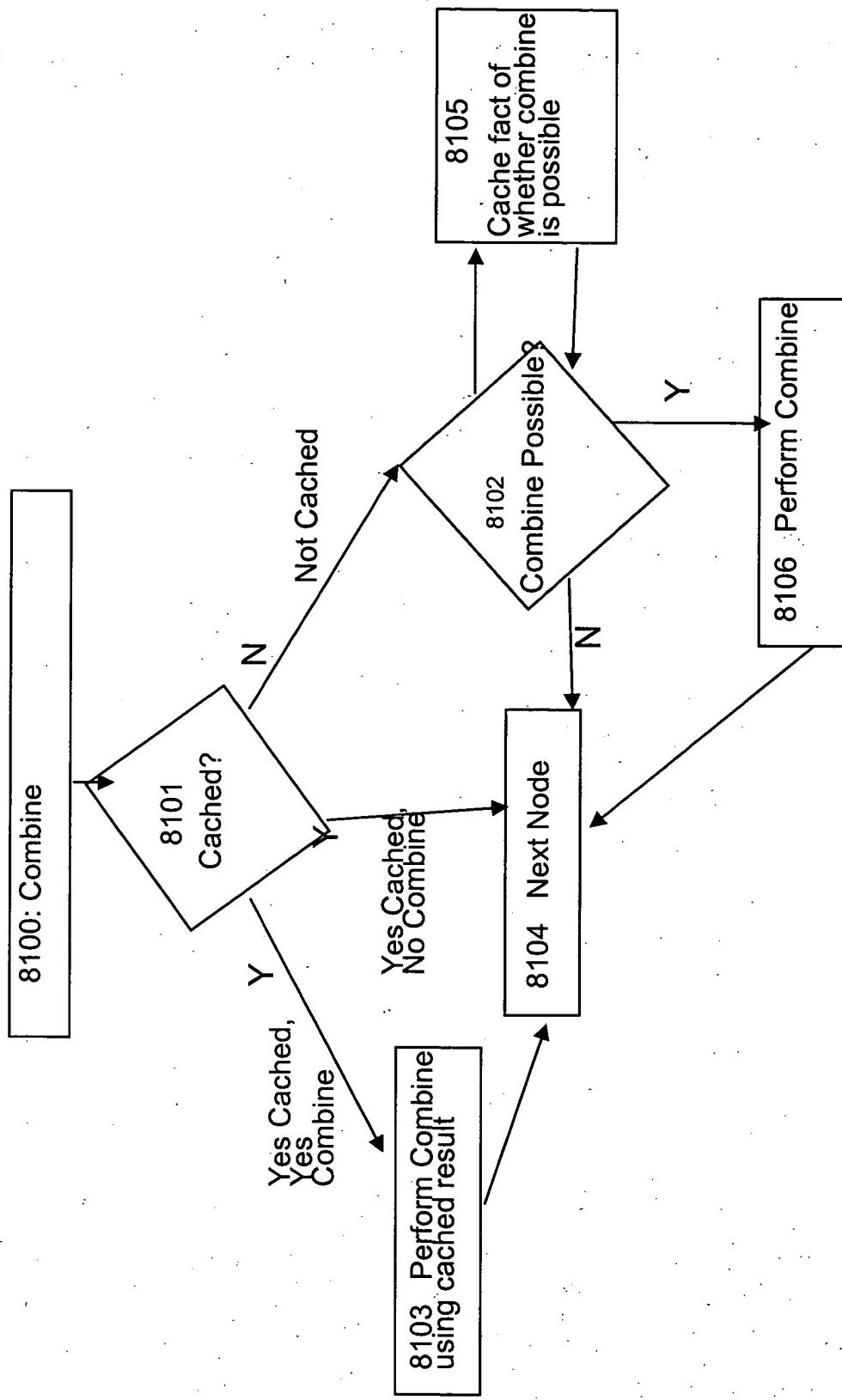


FIGURE 6

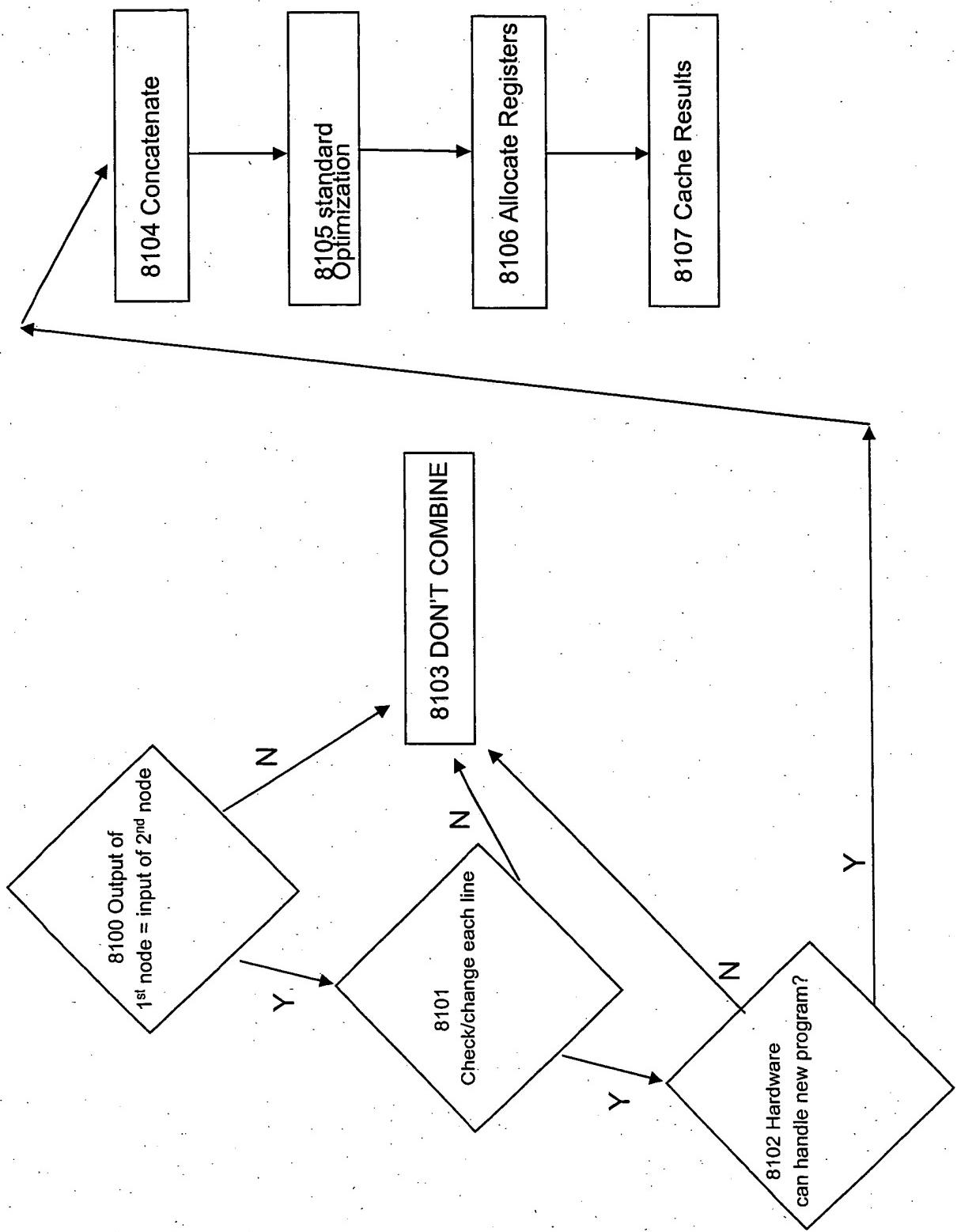
**FIGURE 7**



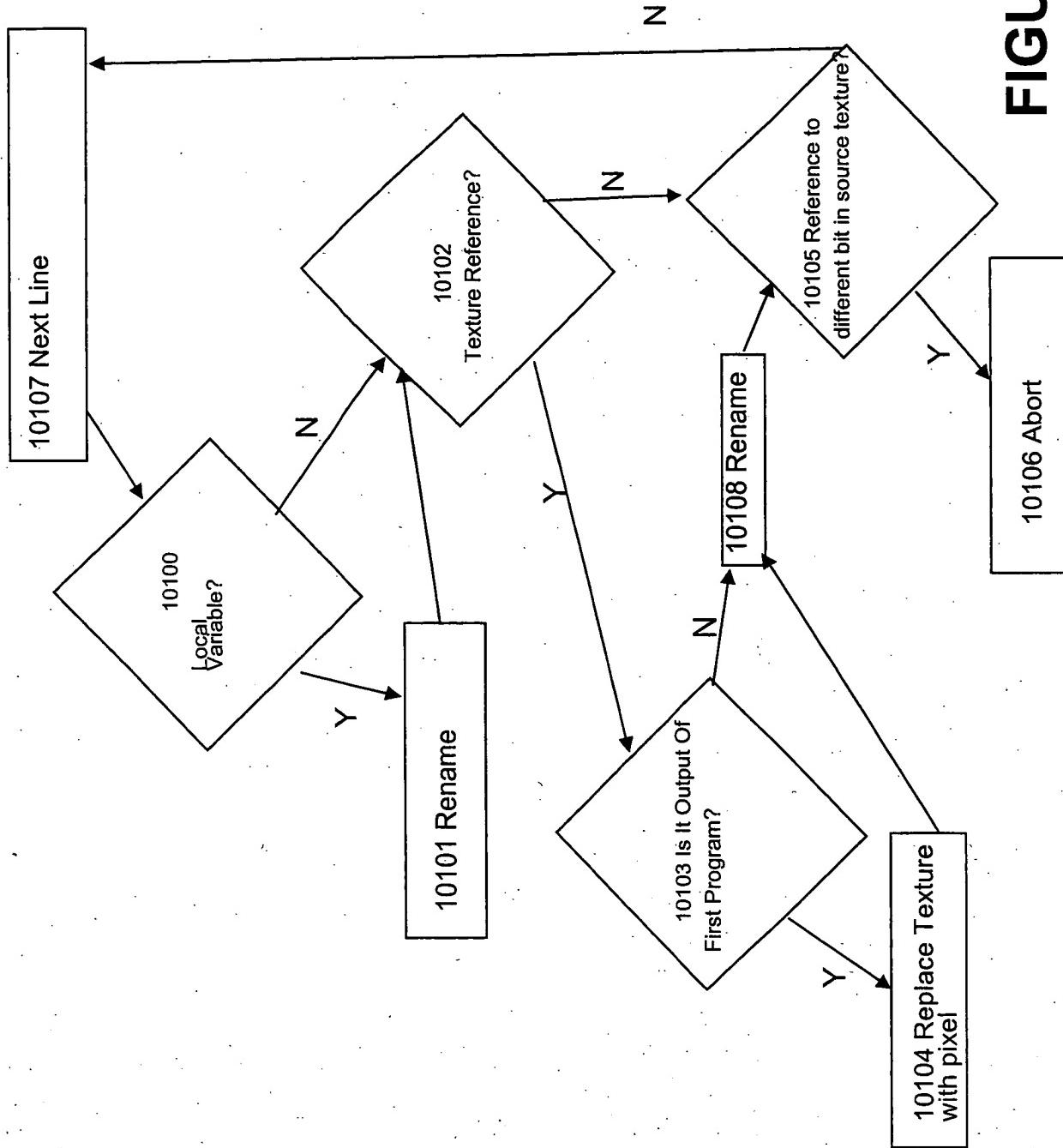
# FIGURE 8



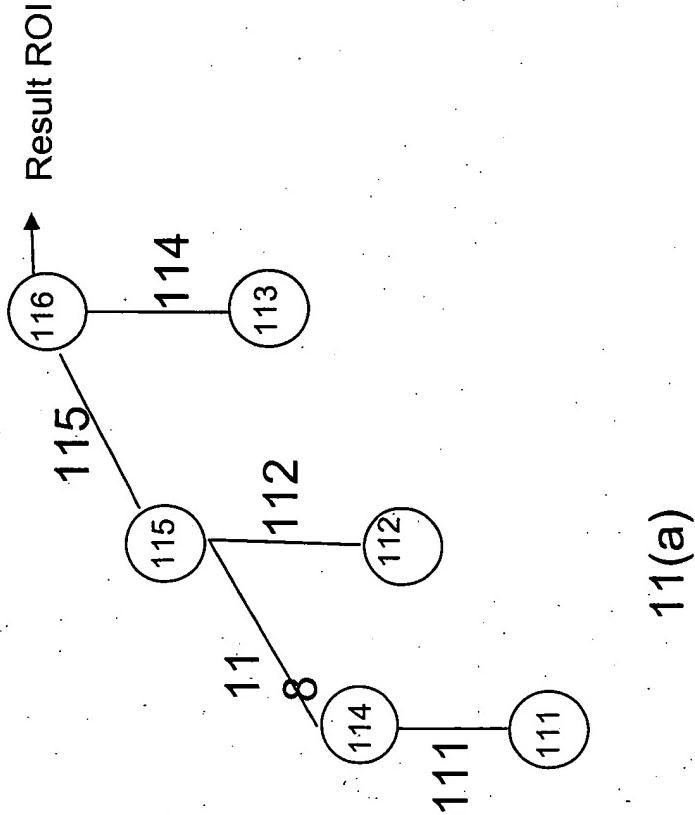
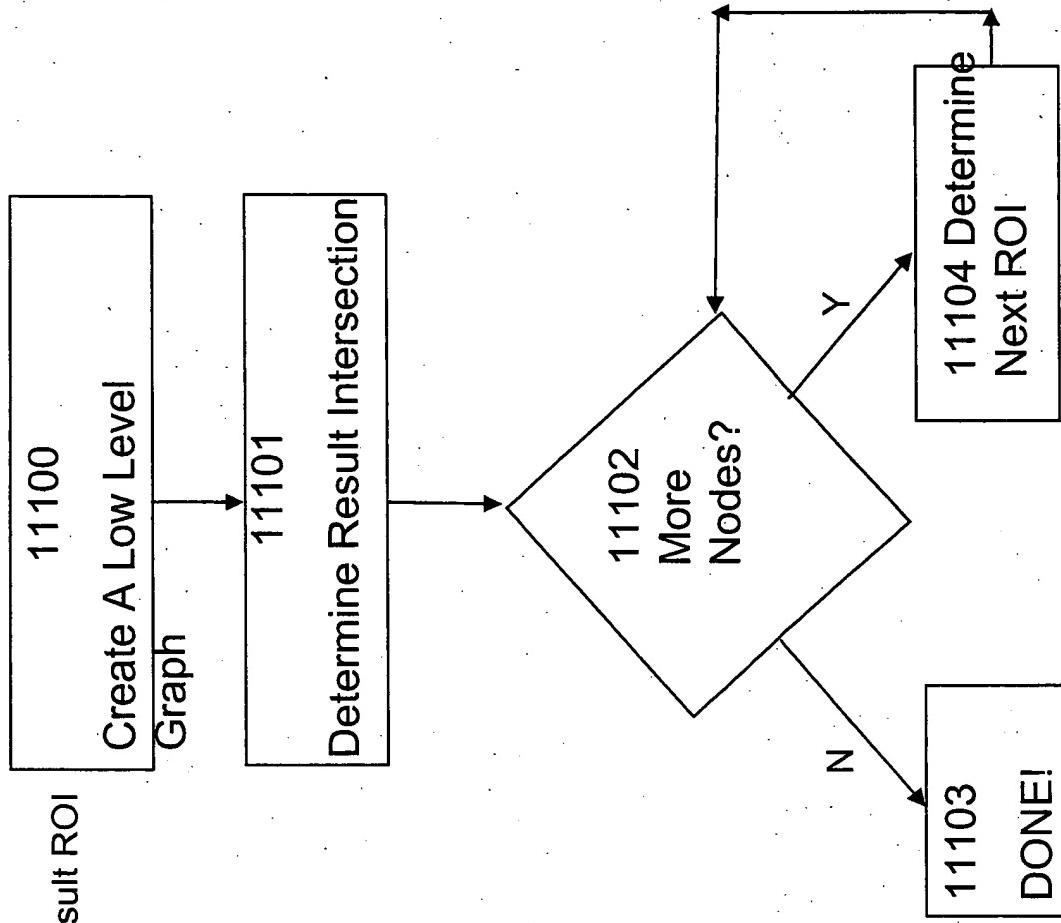
**FIGURE 9**



**FIGURE 10**

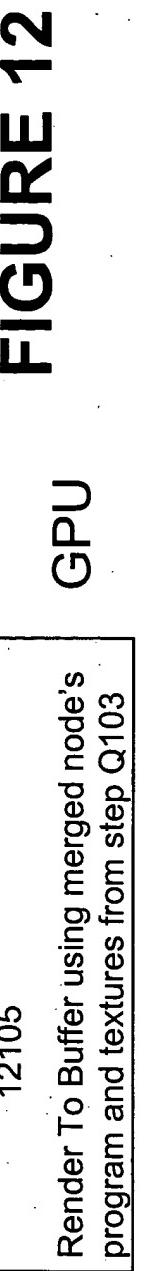


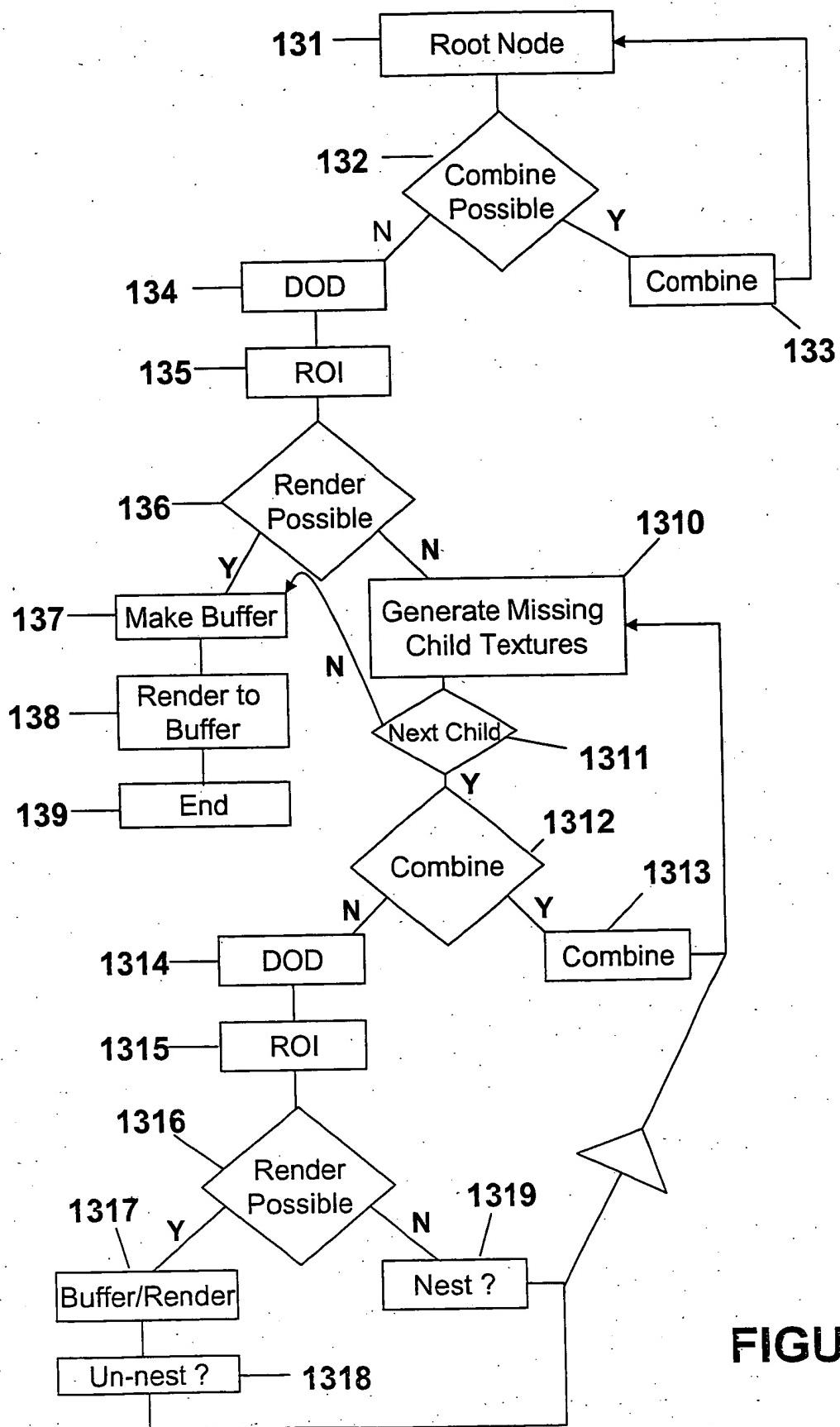
11(b)



11(a)

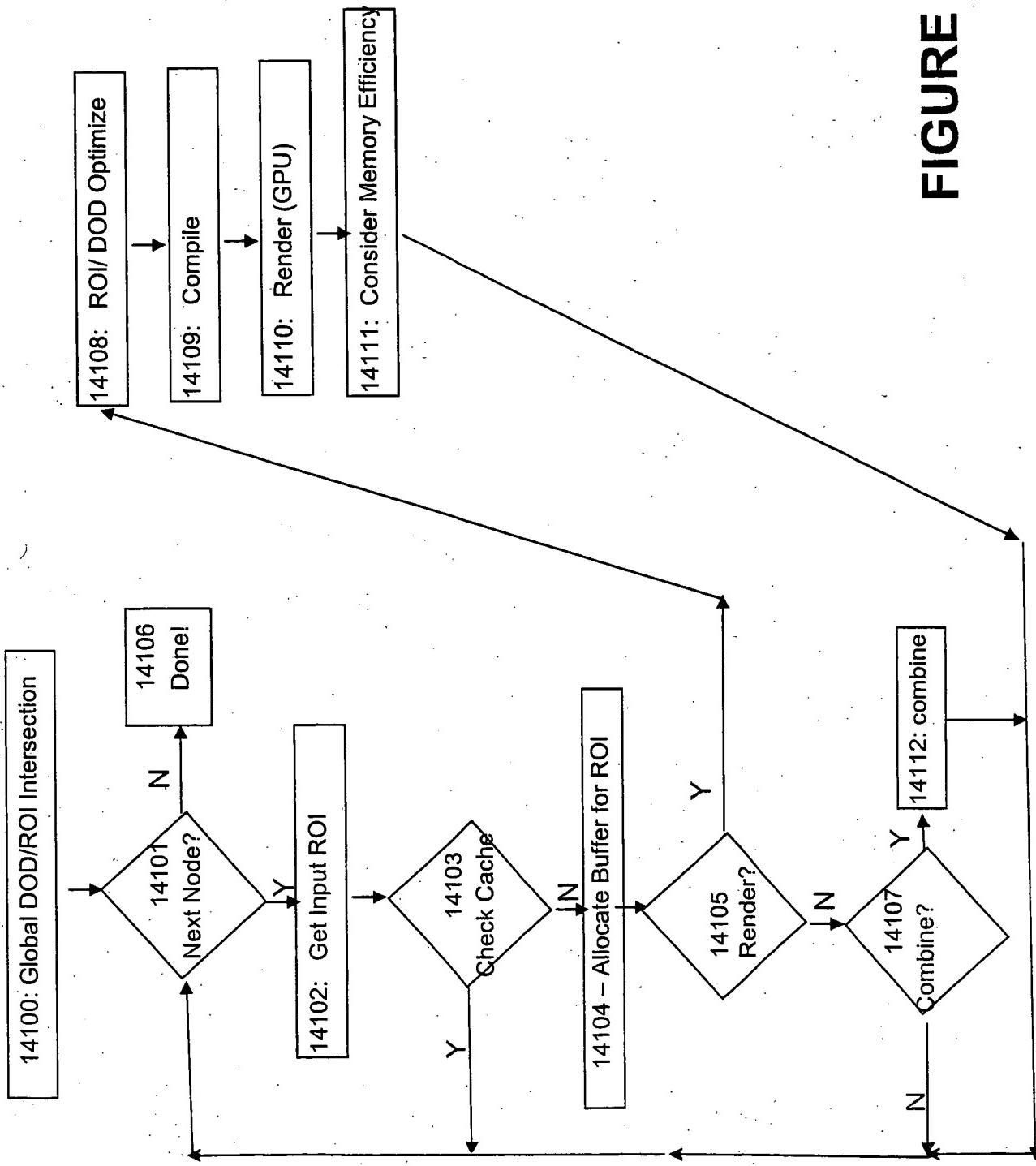
Figure 11





**FIGURE 13**

**FIGURE 14**



**FIGURE 15(a) & 15(b)**

	CPU	GPU
Time 1	Frame 1	Prior Task
Time 2	Frame 2	Frame 1
Time 3	Frame 3	Frame 2
Time 4	Frame 4	Frame 3
Time 5	Frame 5	Frame 4
Time 6	Frame 6	Frame 5
Time 7	Frame 7	Frame 6

**15(a)**

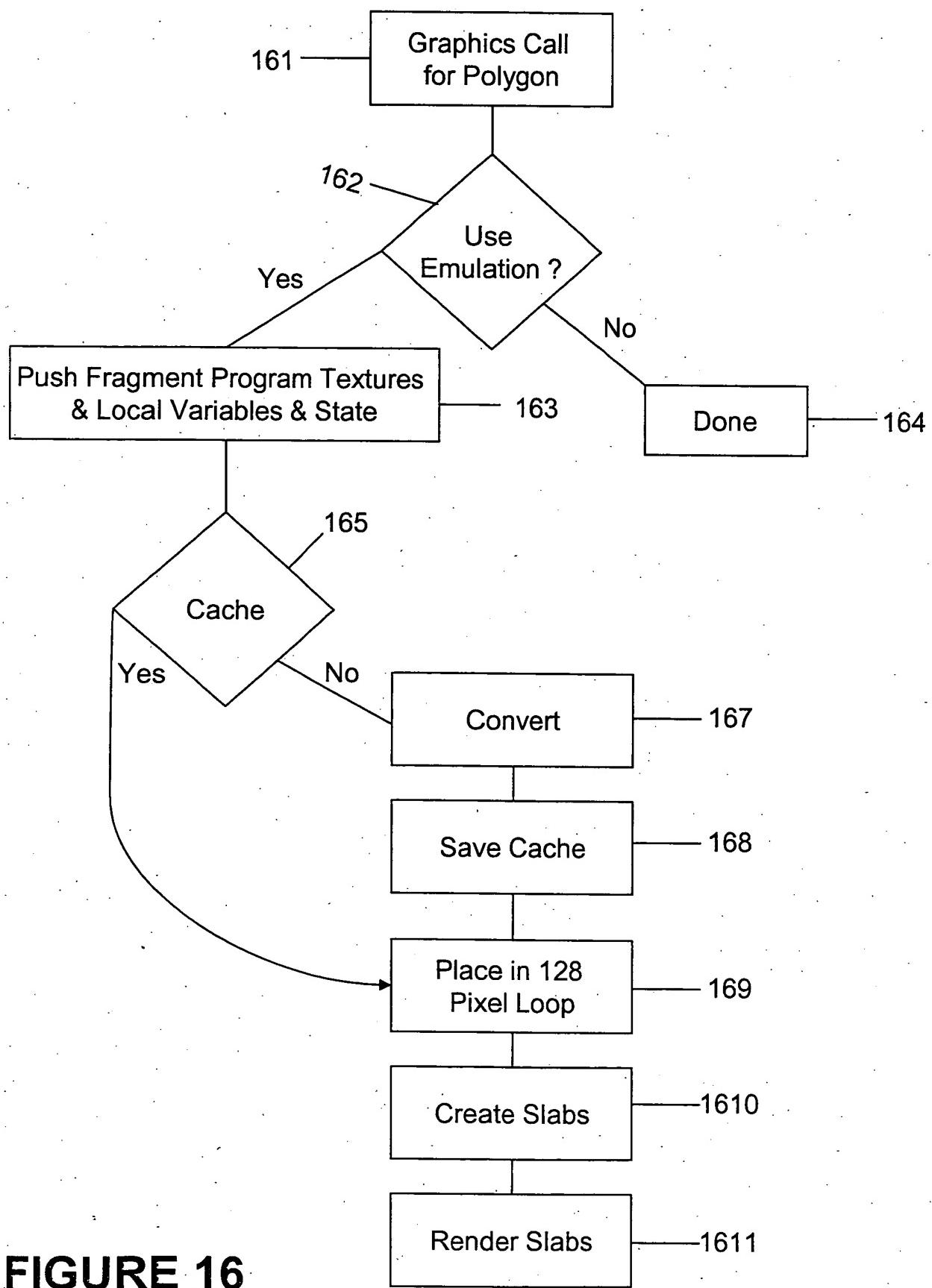
	P1	P2	P3	P4
Time 1	Frame 1			
Time 2	Frame 2	Frame 1		
Time 3	Frame 3	Frame 2	Frame 1	
Time 4	Frame 4	Frame 3	Frame 2	Frame 1
Time 5	Frame 5	Frame 4	Frame 3	Frame 2
Time 6	Frame 6	Frame 5	Frame 4	Frame 3
Time 7	Frame 7	Frame 6	Frame 5	Frame 4

**15(b)**

**FIGURE 15(c)**

	CPU	GPU
Time 1	Frame 1, effect 1	
Time 2	Frame 2, effect 1	Frame 1, effect 2
Time 3	Frame 1, effect 3	Frame 2, effect 2
Time 4	Frame 2, effect 3	Frame 1, effect 4
Time 5	Frame 3, effect 1	Frame 2, effect 4
Time 6	Frame 4, effect 1	Frame 3, effect 2
Time 7	Frame 3, effect 3	Frame 4, effect 2
Time 8	Frame 4, effect 3	Frame 3, effect 4
		Frame 4, effect 4

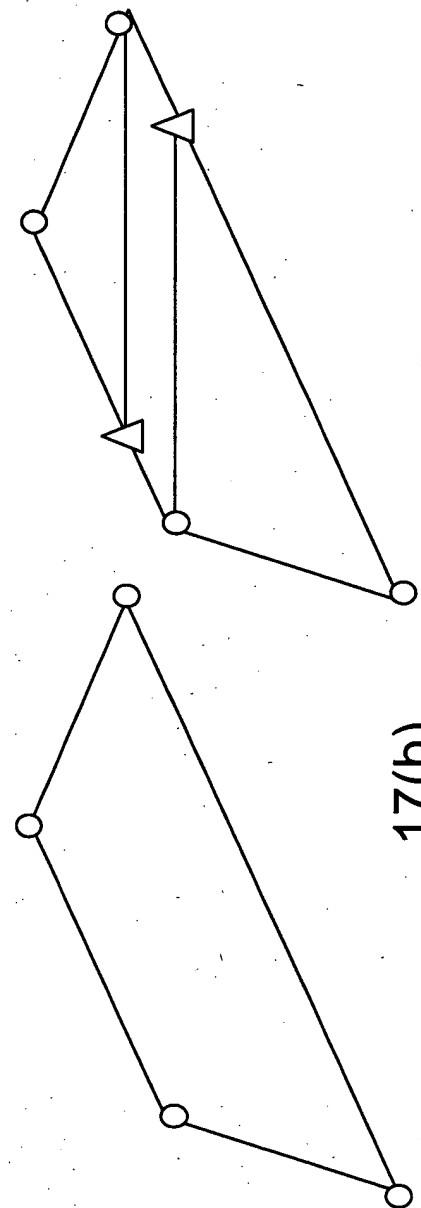
**15(c)**



**FIGURE 16**

**Figures 17(a) & 17(b)**

17(b)



17(a)

